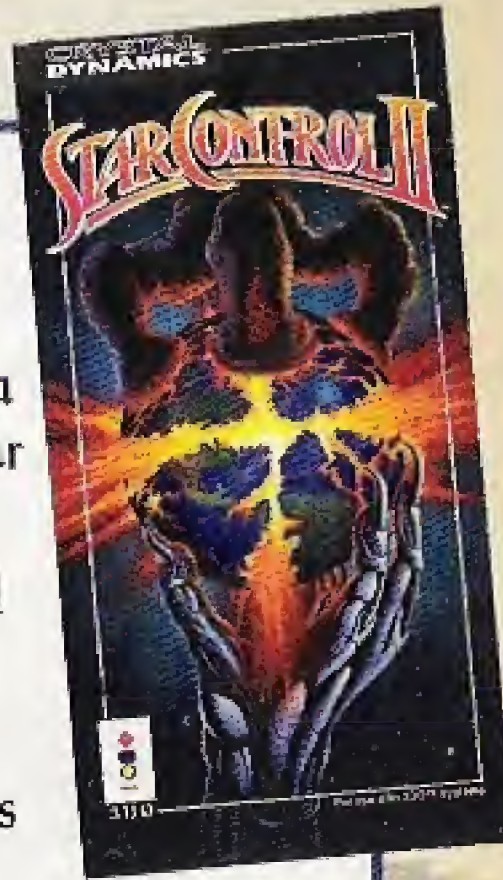


CRYSTAL
DYNAMICS™

STAR CONTROL II™

Star Control II, the award winning PC game, is coming to the 3DO system. Span the universe on a quest to save the earth from alien imperialism. Star Control II is adventure gaming at its best!



- Awesome 3D graphics created on Silicon Graphics™ workstations.
- Explore over 500 star systems packed with 3,000 planets!
- Trade insults with 18 alien races.
- Fight brutal head-to-head spaceship battles with a friend or the computer in Super Melee, a bonus space combat game.



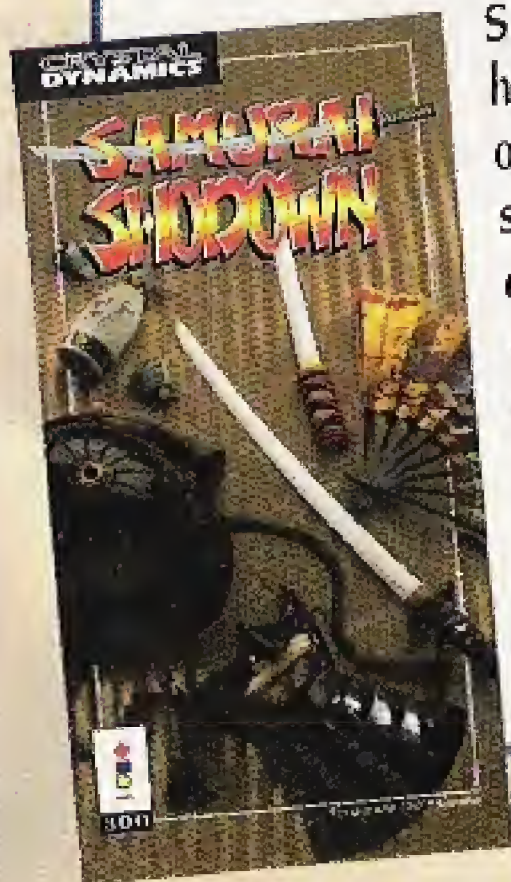
battles with a friend or the computer in Super Melee, a bonus space combat game.

SAMURAI SHODOWN™



Samurai Shodown, the smash hit arcade game, is exploding onto the 3DO system in a whirlwind of frenzied sword-swinging combat. Steel yourself to blast out special moves and devastating combinations as you hammer your enemies into submission.

- One or two players!
- All the arterial spray of the arcade original!
- In your face fighting as the camera zooms in and



Crystal Dynamics and Off-world Interceptor are trademarks of Crystal Dynamics Inc. Star Control II is a trademark of Accolade, Inc. © 1993 Fred Ford and Paul Reiche III. Silicon Graphics is a trademark of Silicon Graphics Inc. Samurai Shodown is a registered trademark of SNK Corporation of America. © 1993 SNK Corporation of America. All Rights Reserved. Licensed by SNK Corporation. 3DO, the 3DO logos and Interactive Multiplayer are trademarks of The 3DO Company. This game is licensed for home play on The 3DO Interactive Multiplayer system. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws. © 1994 Crystal Dynamics. (Antilles) N.V., 87 Encina Avenue, Palo Alto, CA 94301. All rights reserved. Developed and manufactured in the USA.

61050-M

OFF-WORLD INTERCEPTOR™



3DO

For use with 3DO™ systems

END USER NOTICE

THE 3DO COMPANY SHALL NOT BE LIABLE TO THE END USER FOR ANY LOSS OF DATA, LOST PROFITS, COST OF SUBSTITUTE GOODS OR OTHER CONSEQUENTIAL, INCIDENTAL, SPECIAL, PUNITIVE OR OTHER DAMAGES OF ANY KIND ARISING OUT OF THE USE OF OR INABILITY TO USE THE SOFTWARE.

THE 3DO COMPANY MAKES NO WARRANTIES, EXPRESS, IMPLIED OR STATUTORY, REGARDING THE SOFTWARE, INCLUDING WITHOUT LIMITATION THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR ANY PARTICULAR PURPOSE, OR ANY EQUIVALENT WARRANTIES UNDER THE LAWS OF ANY JURISDICTION.

DO NOT USE A FRONT OR REAR PROJECTION TELEVISION WITH THIS PRODUCT. YOUR PROJECTION TELEVISION SCREEN MAY BE PERMANENTLY DAMAGED IF STATIONARY SCENES OR PATTERNS ARE PLAYED ON YOUR PROJECTION TELEVISION. SIMILAR DAMAGE MAY OCCUR IF YOU PLACE THIS PRODUCT ON HOLD OR PAUSE. IF YOU USE YOUR PROJECTION TELEVISION WITH THIS PRODUCT, NEITHER THE 3DO COMPANY NOR CRYSTAL DYNAMICS WILL BE LIABLE FOR ANY RESULTING DAMAGE. THIS SITUATION IS NOT CAUSED BY A DEFECT IN THIS PRODUCT OR THE 3DO SYSTEM; OTHER FIXED OR REPETITIVE IMAGES MAY CAUSE SIMILAR DAMAGE TO A PROJECTION TELEVISION. PLEASE CONTACT YOUR TV MANUFACTURER FOR FURTHER INFORMATION.

THE EXECUTION OF SOFTWARE WITH THE 3DO SYSTEM INVOLVES THE USE OF PATENT RIGHTS, GRANTED OR APPLIED FOR, IN CERTAIN COUNTRIES. A PURCHASER OF THE 3DO SYSTEM IS LICENSED TO USE SUCH PATENT RIGHTS WITH SOFTWARE LICENSED BY THE 3DO COMPANY. NO LICENSE, IMPLIED OR OTHERWISE, IS GRANTED FOR THE EXECUTION OF OTHER SOFTWARE.

EPILEPSY WARNING

A very small percentage of people may experience epileptic seizures when exposed to certain light patterns or flashing lights, including those that appear on a television screen and while playing video games. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. **If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, disorientation, loss of awareness, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.**

HANDLING YOUR CRYSTAL DYNAMICS CD

1. Hold the disc by its edges, or with your thumb on the edge and one finger in the center. Avoid touching the disc's surface.
2. Don't expose the disc to direct sunlight or sources of high heat, such as a heating vent.
3. Clean the disc by wiping it with a soft, dry cloth. Do not use solvents such as benzene, thinner, commercially available solvents or antistatic spray intended for analog discs.

CONTENTS

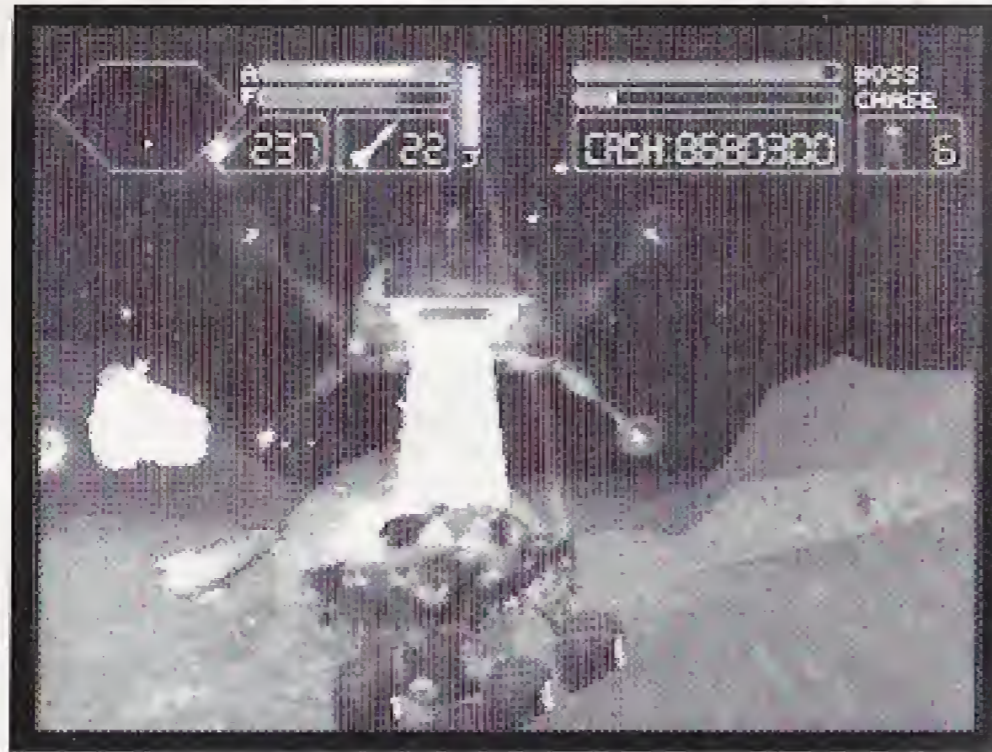
Death Chase!	2
Game Set Up.....	3
Play Controls	4
Smoke 'Em!	5
Game Settings	6
Chop Shop	9
Heads-Up Display	11
Power-Ups	12
Special Weapons	13
Pausing a Mission	14
End of Round	14
Continues	14
Vehicles	15
Off-Worlds	18
Methods of Mayhem	19
We Did It	20

**FOR MORE OFF-WORLD INTERCEPTOR GAME HINTS, CALL
1-900-737-4SOS (4767)**

**\$0.85/minute – 18+ – Touch Tone Only
Presented by Crystal Dynamics of Palo Alto, California**

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

DEATH CHASE!



You're a Trashman. A bounty hunter with blood-lust on the brain. You dig smearing a planet's surface with outlaw scum.

Your mission is to rid the universe of fugitives, felons, swindlers, two-timers, terrorists and other trash that infest the off-world colonies.

Suffer through the brain-boiling climates of alien planets as you pound at searing speeds over treacherous terrain.

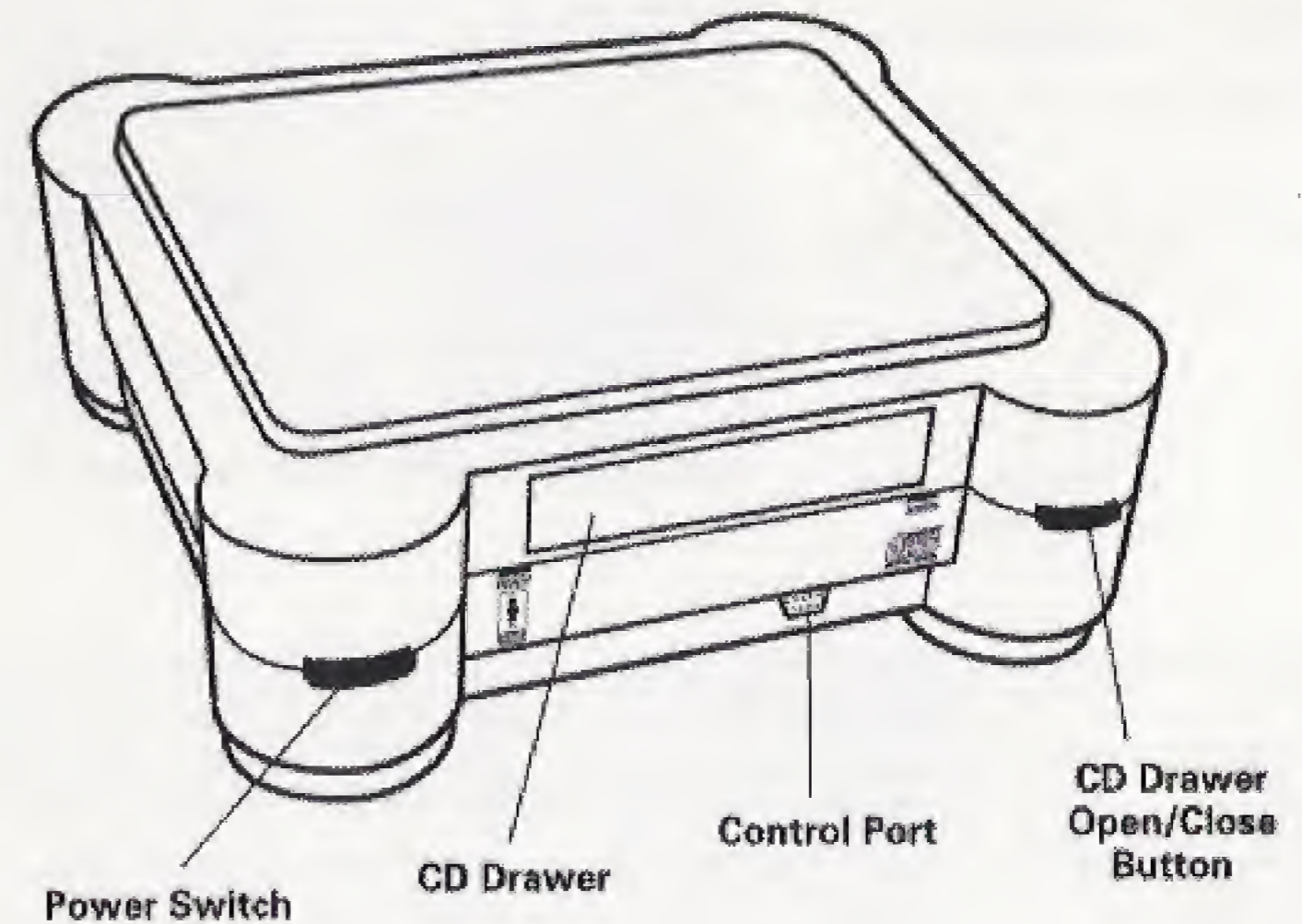
Crash nose to tailgate with metal-crushing 4x4s and dodge deadly road obstacles. Skim through attacks of flying explosives. Live for the stomach-dropping ramps and hurtling boulders! Cool, huh?

Reach each target waypoint before your prey. Then enter into extreme carnage with the murderous alien criminal. Eat his lunch.

You itch to put every road smear in the ground. For good. You crave speed, explosions, firestorms and crunching chassis.

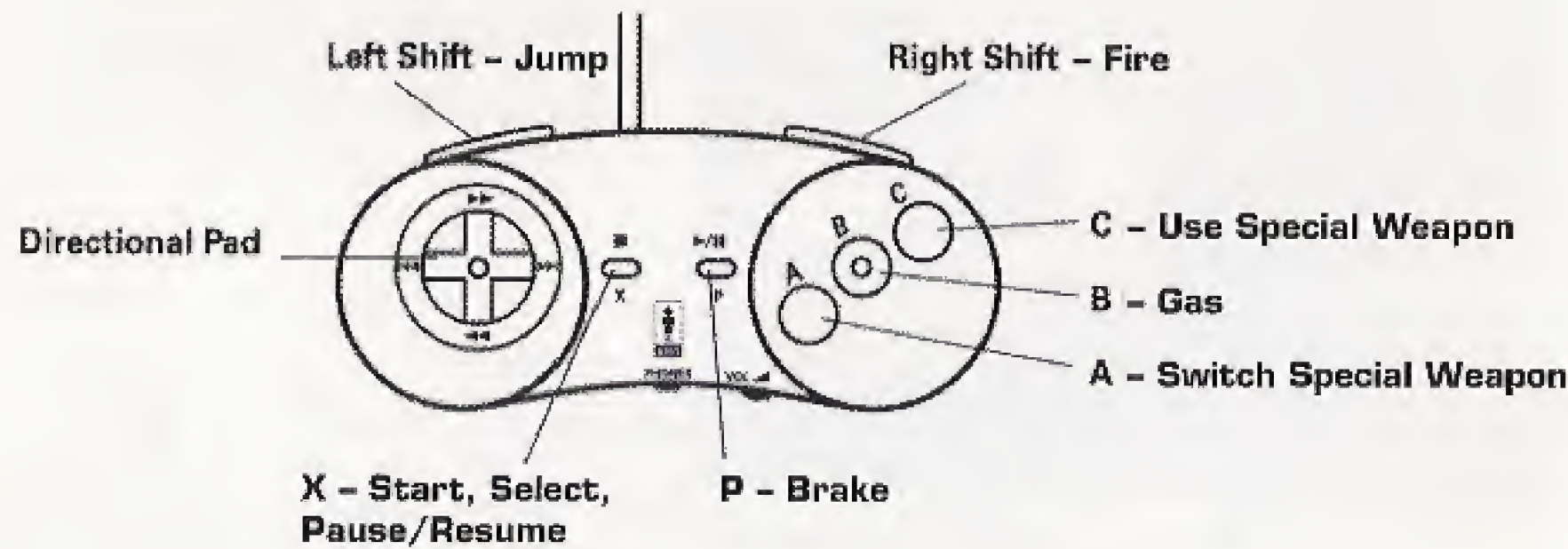
You are a predator. Definitely not for wussies.

GAME SET UP



1. Set up your 3DO™ Interactive Multiplayer™, following the steps in the owner's manual.
2. Plug your controller into the Control Port. For 2 Player head-to-head contests, daisy-chain two controllers together.
3. Press the Power Switch to turn the unit ON.
4. Press the Open/Close button to open the CD Drawer, place the game CD into the drawer, label side up, and then press the button again to close the drawer.
5. Press the **P Button** to start the most intense, butt-pounding space chase of your life!

PLAY CONTROLS



X (Stop) Button Start play; select a highlighted option; pause/resume game; in Battle mode, the loser can press between races to force a trip to the Shop.

Directional Pad Highlight an option; press left/right to steer vehicle; press up to lift vehicle's nose for firing at air targets.

A Button Cycle through special weapons.

B Button Gas (accelerate): hold down to travel, release to decelerate.

C Button Fire or deploy special weapon.

P Button Brake.

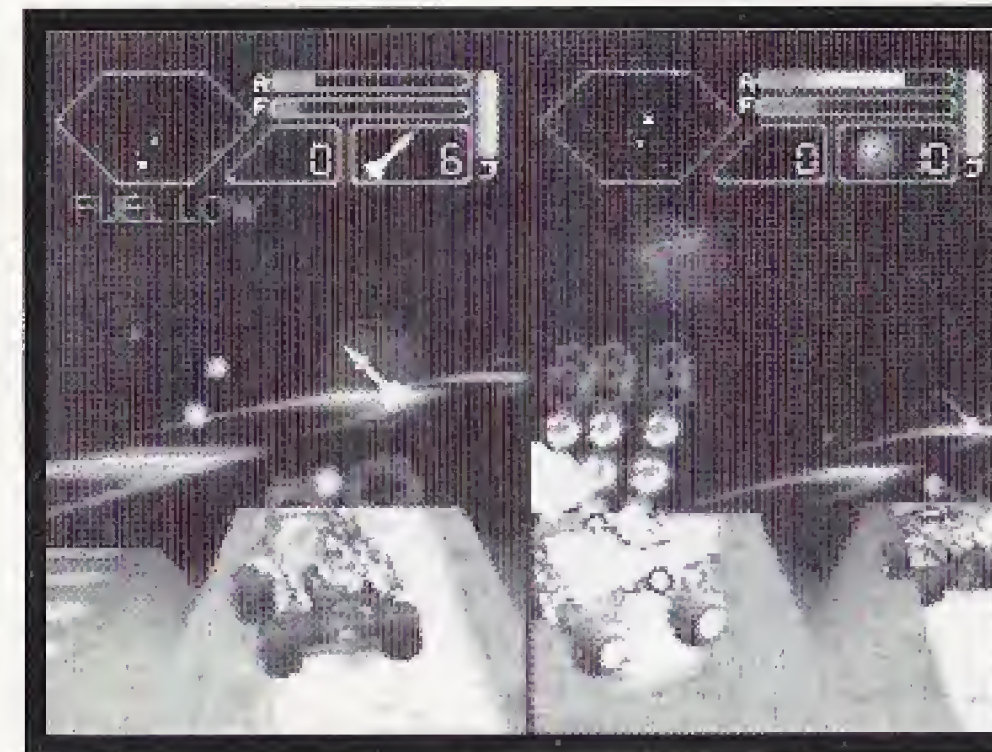
Right Shift Fire on-board cannon.

Left Shift Jump; once airborne, press again and hold to hover (see below).

NOTE: The buttons listed above are the default controls. You can change the controls on the Options menu (see page 8).

JUMPING AND HOVERING

Pressing **Left Shift** (Jump) fires your Jump Jets. The longer you hold down the button, the higher and farther the vehicle jumps. Once airborne, pressing and holding the button engages your Hover Jets. You can hover in place, or use the **Directional Pad** to move left, right and forward. You can engage the Hover Jets as long as the Jump Tank (marked "J" on the Heads-Up Display) has power. The Jump Tank re-charges automatically over time (see page 11).



SMOKE 'EM!

Your goal is to race the planet's crime boss through peril-packed terrain. You must reach each waypoint, marked by green signal standards, before your prey. If you do, you'll block that route and trap him on the planet. If you don't, he'll escape and you'll have to do it all over again. In the last race of each world, you must destroy him!

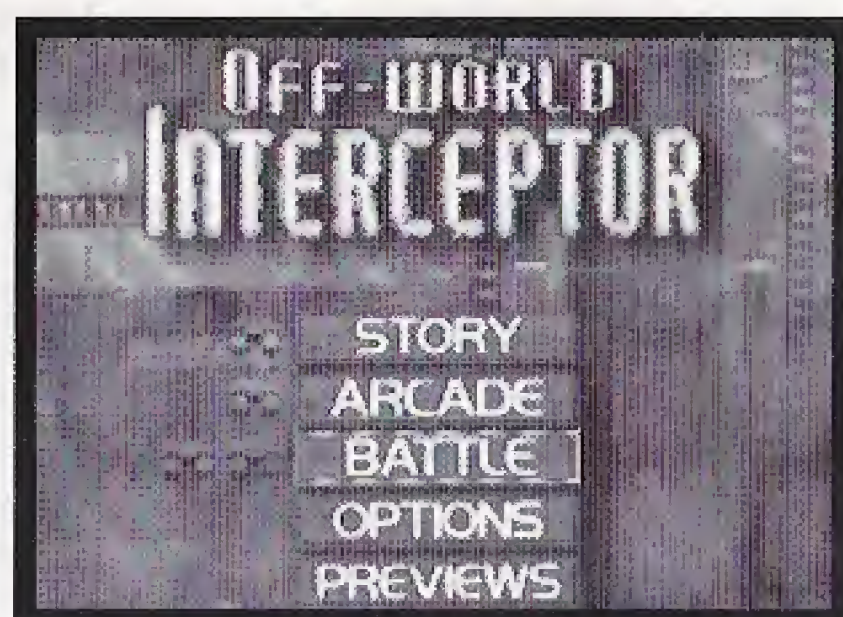
The faster you complete each ordeal, the more bounty you will earn. With all those greenbacks, you'll be able to upgrade your vehicle to even higher performance capabilities for the next race.

In one-player games, you speed through a gamut of enemy fire, road obstacles and attacking vehicles.

In two-player games, your job is to beat the other guy at all cost. You compete on a split screen, and you can teleport through a special gate to a position directly behind your buddy, where you can pepper his tail with firepower!

One final detail: Kill everything!

GAME SETTINGS



The Game Mode screen appears shortly after you turn on the game. Use it to set your play options:

1. Press the **Directional Pad** up/down to highlight the option bars.
2. If an option has different settings, press the **Directional Pad** left/right to highlight the one you want.
3. Press any button to start the game or go on to the next menu.

STORY

One player.

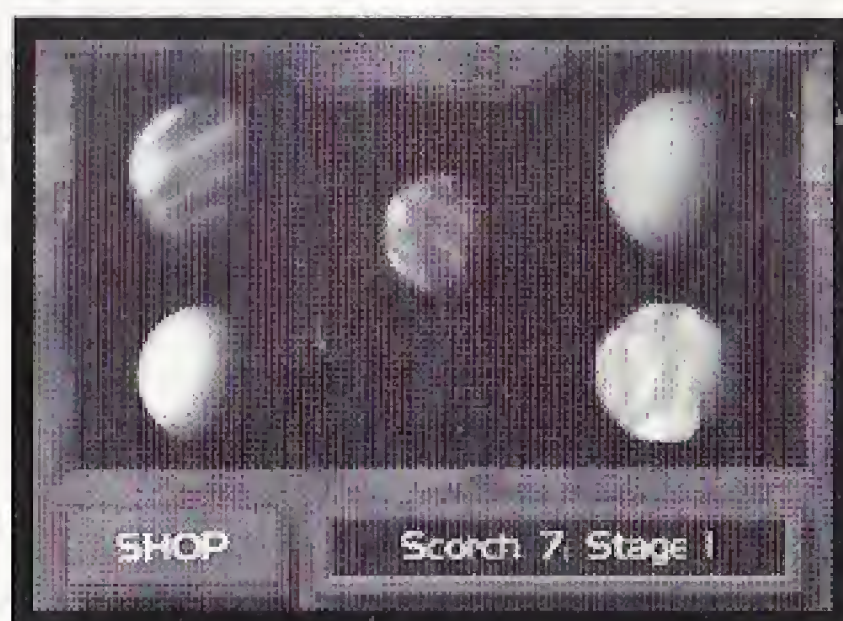
Confront the worlds in a set pattern, from merely brutal to totally insane. You must defeat each new challenge in order to advance.

ARCADE

One player.

Challenge the worlds in any order.

- A Planet menu appears, showing five worlds. Choose a planet with the **Directional Pad**, and then press any button to begin.
- In each chase, you must reach the waypoint before your quarry. If you succeed, you return to the Planet menu, where you can choose to continue on the current world, or warp to a different planet. If you don't succeed, you must run the course over.



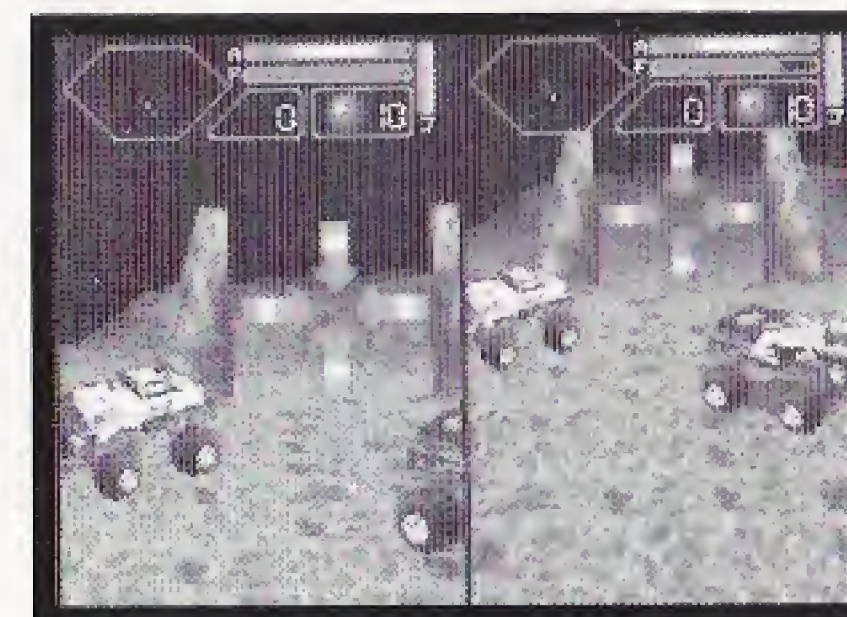
- If you choose a different planet before conquering the world you just left, you lose all progress on that world.
- Each planet harbors a different desperado. After beating him on all courses on the planet, you must destroy him in the final chase. Then, and only then, you can go on to a mystery planet for a no-mercy ordeal that's beyond comprehension!
- Here's the kicker: you gotta be driving the right vehicle to bust each boss. And you gotta figure out which one it is. We're not telling.

BATTLE

Two players.

Drive head-to-head against a former buddy for all-terrain domination.

- Press the **Directional Pad** left/right to display your vehicle of choice and its weapons system.
- Press the **Directional Pad** up/down to adjust the handicap feature, shown by the highlighted bars. Light up all the bars for maximum power. Use this feature when one of you is awesome and the other guy sucks.
- Press any button to lock in your settings and advance to the Satellite menu. Use the **Directional Pad** to choose one of the three satellites of any off-world, and press any button to begin.
- Your goal in each competition is to destroy your friend. If he's pounding you, drive through a teleporter to get directly behind him. Now it's YOUR turn to beat HIS tail.



- When the contest is over, the Satellite menu records the winner with a blue flag for Player 1 and a red flag for Player 2. The latest winner controls which satellite you'll race on next.
- The latest winner can also choose to go to the Shop, where both players can acquire new vehicles. (The latest loser can force a trip to the Shop by pressing the **X Button**.)
- Defeat your pal in two out of three races and you win the planet.



OPTIONS

Go to the Options menu to change the following game settings:

- Controls** – Rearranges the play controls.
- Music** – Toggles the game music on/off.
- Sound** – Toggles sound effects on/off.
- Exit** – Returns to the Game Mode screen.



PREVIEWS

Check out the incredible new games from Crystal Dynamics.



CHOP SHOP

Go to the Chop Shop before each chase for equipment and upgrades.

1. Use the **Directional Pad** to highlight an item. The number in the box shows how many of that item you already have. You'll also see:
 - Cost** – What the highlighted item costs.
 - Cash** – Your cash. The cost of each item you buy is deducted from this total.
 - ID** – The name of the highlighted item.
2. Press any button to select the highlighted item. The "Exit" option changes to "Buy/Don't" with the "Buy" option highlighted.
3. Press any button to buy the item, or move the highlight to "Don't" and press any button to continue making selections.
4. Highlight "Exit" and press any button to start the action.

NITRO

Increases your engine power and top speed temporarily with each use. Load up on these babies for that extra "winning edge."

CLONES

Bits of yourself (scraped from the dirt) are transformed into expanded DNA replicas, complete with regenerated memory. Clones will continue the mission, should your original body be mangled in battle. The more skilled you become, the fewer of these you'll need.

MISSILES

Long-range offensive weapons.

SHOP

Select this item to access a sub-menu of vehicles and upgrades. Cycle through the six vehicles to compare their on-board cannons and select one to buy. (For more information on the vehicles, see pages 15-18.)



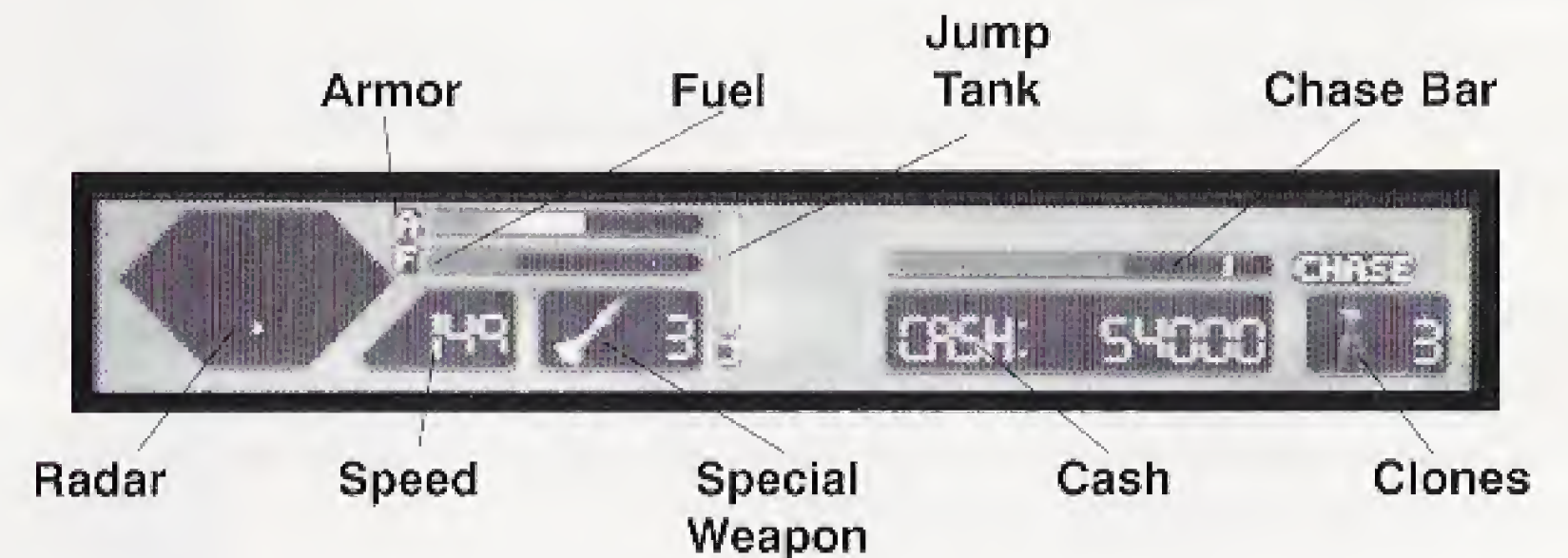
Upgrades:

- Jump Jets** – Launches your vehicle faster on jumps, and increase the height and length of your flight.
- Shields** – Protects your vehicle from damage.
- Engine** – Increases your acceleration power.
- Gyros** – Keeps your vehicle balanced and prevent rolling on steep terrain.
- Tires** – Improves a vehicle's road-handling and traction.

You are limited to the number or quality of the upgrades you can pack into each vehicle. The maximum you are allowed is indicated by the vertical bars in the boxes. The red bars show how many you have. The black bars show how many more you can acquire.

NOTE: You can only upgrade the vehicle you own.

HEADS-UP DISPLAY



ARMOR

The color bar decreases to show your increasing damage level as the vehicle bashes into terrain and takes enemy hits. Orange is top condition; yellow is good; red is danger. When the bar disappears, you lose.

FUEL

This blue bar decreases as you burn fuel. If you run out, the Drop Ship will refuel you on the fly. You're still in the running, but you've lost time and position.

JUMP TANK

When you hover, the color bar begins to decrease. When it runs out, you drop back to the surface. To hover, press the **Left Shift** (default) to jump, and then press and hold the button. You can hover in place, or direct your flight with the **Directional Pad** left, right or forward (up).

CHASE BAR

Shows the relative positions of your vehicle (white bar) and the criminal you're pursuing (red bar). As the chase continues, the bars move toward the waypoint at the far right. Make sure you reach the finish line before your prey or HQ will commence Purge Overkill.

RADAR

Watch this display for enemy vehicles (white dots) and stationary obstacles (red dots). Your position is shown by the white box.

SPEED

Your velocity. The faster you go, the more fuel you burn.

SPECIAL WEAPON

Shows the special weapon currently selected, and how many you have. Press the **A Button** (default) to cycle through the available special weapons; press the **C Button** (default) to deploy the one displayed.

CASH

Your bank balance. Pick up cash power-ups to increase your stash. You'll earn a cash bonus for time when you clear a round, and a cash bounty when you destroy a planet boss.

CLONES

The number of times you can continue after shredding all your armor or losing the race.

POWER-UPS



Increases your fuel supply.



Increases the destructive power of your cannon.



Repairs some damage.



Gives bonus cash in small piles of \$1000.



Repairs all damage.



Gives bonus cash in big wads of \$10,000.

SPECIAL WEAPONS



Nitro temporarily increases your engine power and maximum speed. Use it to muscle your way out of situations where regular engine power isn't enough, or for that final mad dash past the waypoint markers.



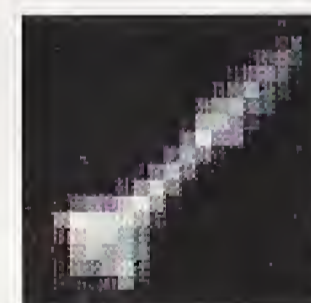
Call in an **air strike** for mass destruction.



Emergency tow service. If you find yourself in an impossible situation, the Drop Ship will arrive to tow you to another location. Eventually. Once the Drop Ship picks you up, you can direct it left and right with the **Directional Pad**. Press the **A, B** or **C Button** to release your vehicle from the Drop Ship's tractor beam.



Drop glowing **plasma** to transform tailgaters into dazzling fireworks displays.



Launch **missiles** to home in on long-range targets.

PAUSING A MISSION

Press the **X Button** to pause the action. Then choose to resume play, go to the Options screen to adjust the game settings, or quit the game.

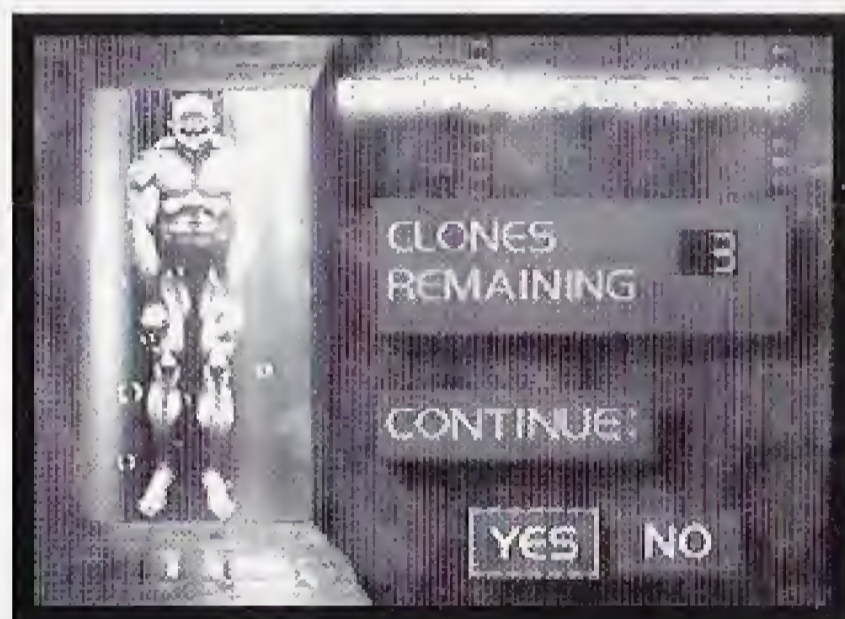
END OF ROUND

When you clear a round, a screen records your elapsed Course Time. Your Time and Cash Bonuses are then based on the Course Time.

CONTINUES

If you lose your vehicle, you lose the game — unless you have Clones. If you do, you can continue the game by selecting “Yes” on the Continue screen. This screen shows you the number of Clones you have left.

You can buy more before each round if you have enough cash.



VINDICATOR

Main Weapon: Crimson Carnage Pulse Laser

Press fire button to shoot a standard military spec laser cannon.
Hold down button for rapid fire.

Powered-Up Main Weapon: Crimson Fan Pulse Laser

Shoots four pulses: two straight forward; two forward and angled.

Missile: Snub-Nosed Intruder

Forward-firing unguided missile packed with high explosives.



ORION INTERCEPTOR

Main Weapon: Shiva Pulse Laser

Press fire button to shoot a heavy mil spec laser cannon.
Hold down button for rapid fire.

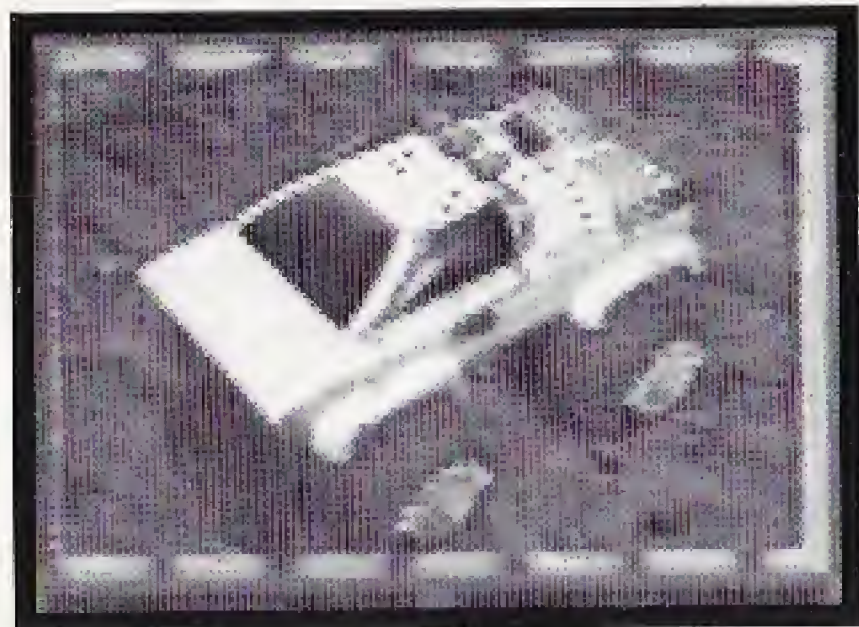
Powered-Up Main Weapon: Thule Freeze Cannon

Hold down fire button to power up; release to shoot freeze ray.
Freezes everything it hits.

Missile: Happy Pup

Forward-firing terrain-following missile packed with high explosives.

VEHICLES



ROADKILL 409

Main Weapon: Banshee Sonic Cannon

Press fire button to unleash waves of sonic energy capable of destroying hardened targets. Hold down button for rapid fire.

Powered-Up Main Weapon: The Shredder Sonic Shield

Hold down fire button to power up; release to form The Shredder. Plow into enemy vehicles for instant sushi.

Missile: Thumper

Seismic missile. Flies into the air and lands with an earth-shaking thump! Use to flip over and damage any vehicle touching the ground.



VIOLATOR

Main Weapon: Thor Tesla Cannon

Press and hold fire button to unleash lightning on nearby targets.

Powered-Up Main Weapon: Double Thor Tesla Cannons

Press and hold fire button to unleash double lightning on targets.

Missile: Love Tap Tracker

Guided missile. Flies into the air and locks on to enemy vehicles. Death usually follows.



ABDUCTOR

Main Weapon: Vulcan Napalm Cannon

Press and hold fire button to lob napalm bombs. Release to let them fall. The longer you hold the button, the farther the bombs will travel.

Powered-Up Main Weapon: Little Dragon Flame Thrower

Press and hold fire button to spot-weld foes.

Missile: Red Carpet Napalm

Unguided missile. Flies into the air and lands with the searing fury of ignited gasoline. Don't be around when it happens.



VV SECTOR

Main Weapon: Behemoth Photon Cannon

Press fire button to shoot rounds of photon-shrouded death. Hold down button for rapid fire.

Powered-Up Main Weapon: Behemoth II Antimatter Cannon

Twice the fire rate of the Behemoth "hoses down" opponents with a refreshing spray of destruction. Press and release for a single pulse.

Missile: Triple Shot

Guided MIRV missile. Splits into three vehicle-tracking missiles filled with incendiaries and high explosives. Great for bonfires!

OFF-WORLDS

SCORCH

An arid planet with enemy towers and land mines studding its desolate plains.

ATLANTIA POINT

A tropical water-world that's SLIPPERY WHEN WET.

BASTION

Mean, evil, ugly. Let's just say the information superhighway took a wrong turn.

LAS LUNAS

Barren landscape with deadly craters, laser cannons and sliding steel walls.

SILT SORROW

Giant tesla coils and flame throwers. An industrial nightmare!

MORPHOUS MOORS

Few drivers reach this undulating, infected world. Even fewer leave it alive.

METHODS OF MAYHEM

- Your cannon is your best friend. Try to shoot enemies while they're still far off. Keeps 'em from getting within bashing range.
- Money makes the worlds go round. More, more, more! Every little bit helps! You may even save up enough for extra Clones!
- If you're stuck on a steep slope, try to jump and accelerate at the same time. If that doesn't work, try a little nitro boost. If you're really, really stuck, call the Drop Ship for "the lift that separates."
- Jump and hover. Jump and then press and hold the Jump button again. Gotta master this trick to get the real goodies that are floating high. Also, a good trick to pull on your buddy in Battle mode if you brake at the same time.
- Nitro out after fueling. When you're waiting for the Drop Ship to finish refueling you, get the nitro ready in your Special Weapons display. Blast off as soon as you have even a sliver of fuel, because the Drop Ship will continue to pump 'till your tank's full.
- Bash 'em from above. If you've got higher altitude than your enemies, you do more damage. Of course, they can do the same to you.
- Know your weapons and vehicles. In Battle mode, it also helps to know your opponent's weapons and vehicles.
- Practice, practice, practice.

WE DID IT

TEAM ORION

Lead Programmer	Greg Marquez
Programmers	Lloyd Pique Brian Brandt Gary Herman
Lead Artist	Suzanne Dougherty
Artist	David Pounders
Lead Designer	Jay Minn
Designers	Jeronimo Barrera Noah Hughes
Producer	Bill Mitchell

EVERYBODY ELSE

Product Manager	Jim Curry
Design Concept	Jon Horsley Dan Arey
Tile Art	Maj Cole Kevin Miller
Additional Art	Juan Ruiz Noah Hughes Andy Mitchell
Additional Programming	Troy Gillette
Additional Design	Jeremy Bredow
Storyboards	Juan Ruiz Andy Mitchell Vince Castillo
Music Compositions	Burke Treischmann
Additional Composition	Steve Henifin
Sound Effects	Steve Henifin
Manual Writer	Carol Ann Hanshaw
Tools Developers	David Kirk Sean Vikoren

Lead Product Tester
Testers

Joe Ganis
Wesley Gittens
Erik Griss
Jarris Asao
Steve Groll
Tim Jordan
Mike Devincenzi
Egan Hirvela
Seth Carus
Mark Ybarra
Richard Niedzwieck
Dusty Bedford
Phillip Chou
Riley Cooper
Alex Ness

VIDEO UNIT

Couch Potato Silhouettes	Joe Ganis Mark Ybarra
Writer	Rick Weaver
Casting	Lynn Weaver
Compression	Dan Brazelton
Directed by	Phil Scarpaci
Produced By	Robert Weaver

CRYSTAL DYNAMICS PRODUCTION SERVICES

Jennifer Abbott Bulka

SPECIAL THANKS TO

Eric Lindstrom
Fred Ford
Sheri Cohen
Caroline Esmurdoc
Bill Willis
Rebkah Ramos
Honey Udarbe
Red Boy Pizza
The Juice Club

NOTES

NOTES

SAMPLE THIS!
FREE SAMPLER DISC!

Crystal Dynamics is offering **SAMPLE THIS!**,
a free disc for your 3DO system,
stuffed with interactive demos of

GEX™
Off-World Interceptor™
Total Eclipse™
The Horde™

Available free with the purchase of 3DO software
at participating retailers.

Quantities are limited!

You can also order **SAMPLE THIS!** by calling
1-415-473-3434.

Have a credit card handy to charge the **\$5.95**
for shipping and handling.



Check out the latest game tips, hints, bulletin boards and product previews in the Crystal Dynamics™ area on America Online™. Also, order Crystal Dynamics products online! Just locate the America Online brochure in this package and order the free America Online starter kit. Upon receiving your software, sign on and use Keyword **Crystal** to locate our area.

CRYSTAL DYNAMICS LIMITED WARRANTY

Crystal Dynamics warrants to the original purchaser of the computer software product, for a period of 90 days from the date of original purchase (the "Warranty Period") that under normal use, the magnetic media and the user documentation are free from defects in materials and workmanship.

Warranty Claims

To make a warranty claim under this limited warranty, please return the product to the point of purchase, accompanied by proof of purchase, your name, your return address and a statement of the defect. OR send the disc(s) to us at Crystal Dynamics, 87 Encina Avenue, Palo Alto, CA 94301, within 90 days of purchase. Include a copy of the dated purchase receipt, your name, your return address and a statement of the defect. Crystal Dynamics or its authorized dealer will, at our option, repair or replace the product and return it to you (postage prepaid) or issue you with a credit equal to the purchase price.

To replace defective media after the 90-day warranty period has expired, send the original disk(s) to the Crystal Dynamics address given above. Enclose a statement of the defect, your name, your return address, and a check or money order for \$10.00.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the software product.

Limitations

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE CRYSTAL DYNAMICS. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE 90-DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL CRYSTAL DYNAMICS BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS CRYSTAL DYNAMICS SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.